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L Number	Hits	Search Text	DB	Time stamp
1	166	animation with photographs	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/07/08 12:59
2	28	(animation with photographs) and template	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/07/08 12:59

DOCUMENT-IDENTIFIER: US 6728399 B1

----- KWIC -----

Brief Summary Text - BSTX (4):

Image processing generally refers to the manipulation of pictorial data using computers. Computer Aided Design (CAD) is one example of how computers are used to draft complex engineering drawings such as mechanical, architectural or electrical drawings. Other examples of image processing include the manipulation of still photographs or cinema to achieve various effects such as feature enhancement, three-dimensional rendering, or animation. However, the term "image processing" is not limited to pictures--it generally refers to the digitization and computer processing of any analog signal that represents something physical and perceptible in the world. An audio signal can be digitized and processed with computers to perform manipulations such as noise reduction or voice recognition; modulated electrical signals, such as

problem (connected with the raster format) is an imperfect image of the desired image proceeding from the two-dimensional rendering or arbitration. This operation leads to increasing the average granular distance caused by enlarging the pixels as illustrated in FIG. 1. It is possible to perfect the processing when magnifying a raster image by resampling the image at a smaller size than the granular distance of the raster, i.e., by increasing the number of samples, which only reduces the granular distance, since this is not possible.

Furthermore, according to the image is known and not present in many applications. Other means are described for storing and processing the image, which are not possible when the image is stored in RAM.

[illegible][illegible]

the known method for matter to react; conversely, as in the automatic Bender Curve technique, drives curves through lags that are placed somewhat in advance of the lags. Unlike beards or worms, Bender curves cannot convert complicated pictures without distortion. On the other hand, the Bender technique does not require the use of a large number of separate equations together over a large number of iterations, and it does not require the use of a large number of separate equations together over a large number of iterations, and it does not require the use of a large number of separate equations together over a large number of iterations.

same method is illustrated in FIG. 1B. The first step is to cut the outer borders of each channel in the image. It is done somewhat symmetrically (as in the borders

60	US 6728784 B1	
61	US 6728660 B2	
62	US 6728399 B1	
63	US 6717584 B2	

[illegible]

When attempting to combine the individual charges which
 are being brought in this case.

Another known method for raster to vector conversion, referred to as the automatic Border-Trace technique, drives Border across through gaps that are placed somewhat arbitrarily on the image. Unlike raster or waveform, Border techniques cannot convert complicated pictures without losing information. On the other hand, the Border technique can sequence sequences together over a large number of pixels which reduce the amount of fragmentation typically associated with other techniques.

The Seisat method is illustrated in FIG. 1B. The first step is to identify the outer borders for each channel in the image, and then to place a random watermark on the borders.

Summary of Invention Paragraph - BSTX (12):

[0013] The present invention is directed to an effective, computer-implemented and interactive orthodontic treatment planning system that provides the necessary tools to allow the orthodontist to quickly and efficiently develop a treatment plan for a patient. The present invention also provides a treatment planning system in which the orthodontist-derived parameters for a treatment can be translated into a design of the treatment. The embodiment integrates 2D and 3D images to drive effective treatment. Artificial Intelligence is built into the system whereby predefined therapeutic strategies, such as extraction, interproximal reduction, distal expansion, and distal molars, can have associated value sets predefined by the clinician. The system is used to drive the appropriate set-up automatically. Such predefined therapeutic strategies could be entered via convenient user interface, such as by templates.

Summary of Invention Paragraph - BSTX (27):

[0027] In yet another embodiment of the invention, the unified facilitates rapid selection of treatment plan driven by template practitioner provides specific values or ranges of values for the parameters, such as for midline, maxilla and mandible levels and aesthetic occlusal plane, various positions for upper and lower planes, reference tooth, arch form and alignment parameters for space requirements, etc. for patient. The unified workstation, instructions based tools, searches a clinical benchmarking knowledge

 Details
  Text
  Image
  HTML
  KWIC

2	US 20040073446 A1	
3	US 20040029068 A1	
4	US 20040015327 A1	
5	US 20030233547 A1	



1526470155

(c) United States

(42) Patent Application Publication
Sachdeva et al.

(43) Pub. Date: Feb. 12, 2004

543 METHOD AND SYSTEM FOR INTEGRATED
ORTHODONTIC TREATMENT PLANNING
USING UNIFIED WORKSTATION

Related U.S. Application Data

(63) Continuation-in-part of application No. 07-834,412,
filed on Apr. 18, 2007, under Pat. No. 6,612,052.

Publishing Conditions

[illegible]

53 24.01 ASIC 200
54 24.01 444.24

ABSTRACT

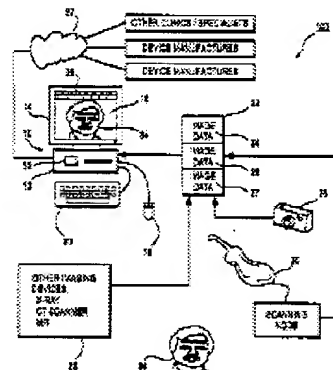
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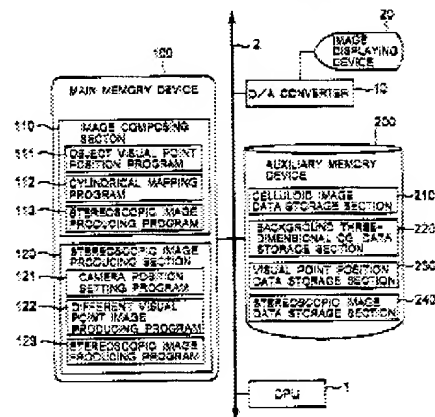
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BERGHOFF
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SUITE 4000
CHICAGO, IL 60601 TS:

(7) Assignee: OTC Markets, Inc.

(7) App. No. 18421-49

222 Fred: May 1, 1954





DOCUMENT-IDENTIFIER: US 20020063714 A1

TITLE: Interactive, multimedia advertising systems and methods

----- KWIC -----

Claims Text - CLTX (1):

1. A method of creating and displaying an animated image of a first object, comprising the steps of (a) taking in a predetermined sequence a series of individual photographs of the object, including portions any background matter, (b) storing in the memory of a computer as individual digital images said individual photographs, (c) editing the digital images to remove any image of the background matter, (d) installing in the memory of the computer an authoring program for creating scalable, interactive animation of said edited and digital images, said authoring program being adapted to interact with a functional control program and having a storage section for imported digital images, (e) importing into said storage section said edited digital images as individual bitmap images and storing said individual bitmap images in said predetermined sequence within said storage section, thereby enabling the authoring program to display on a screen of a computer monitor said individual bitmap images rapidly one after another to create an animated image of said


 Pub. No.: US 2002/0063714 A1
 Pub. Date: May 30, 2002

Publication Classification

 G06T 13/00
 G06F 3/04

ABSTRACT

Methods for displaying individual images of an object in a sequence with a monitor screen for displaying images and a player file loaded into the player file above said and several images of the object matter. These first and second images are stored in a memory program in which (a) is a graphical object showing a display area, second image is animated image of the object to display in the area. The player file includes a control program that displays on the monitor screen images, creating a view of images with the first and second image as displayed.

See Correspondence

Description

Detailed description of the invention, including a flowchart showing the process of creating and displaying an animated image.

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Details Text Image HTML KWIC

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51 US 20020063714 A1

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DOCUMENT-IDENTIFIER: US 20030085904 A1

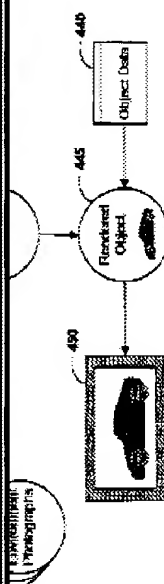
TITLE: Method and system for visualizing paint on a computer-generated object

----- KWIC -----

Detail Description Paragraph - DETX (5):

[0034] Environment math data may be obtained, as seen in 120. The environment math data may comprise digital information taken from photographs of selected environments. The photographs may be taken of a reflective sphere in the chosen setting. A single photograph may be taken of a reflective sphere or hemisphere for static rendering. Multiple photographs may be taken of the sphere or hemisphere at different angles including different heights to render accurately a 3-D animation. Environment math data may include information on the reflectivity of a paint in a particular environment with attributes that define the reflectivity at any point on the object. A reflection-rating table may be created for each paint with ratings, for example, on how well the contours of the reflections are seen on a surface painted with a given paint, and on how well the color of the reflections may be seen on the painted surface. The information may be received from measurements of an actual

4 of 4 US 20030085904 A1



Environment Math Data

Details Text Image HTML KWIC

27 US 20030128205 A1

28 US 20030085932 A1

29 US 20030085904 A1

30 US 20030053162 A1

TITLE: **Animated electronic message and method of**

Detail Description Paragraph - DETX (12):

Details Text Image HTML KWIC

29	US 20030085904 A1	
30	US 20030053162 A1	
31	US 20030046160 A1	
32	US 20030046152 A1	

PROSECUTION LEGISLATION

COMPANY

650-2201 (US)

1:547.536

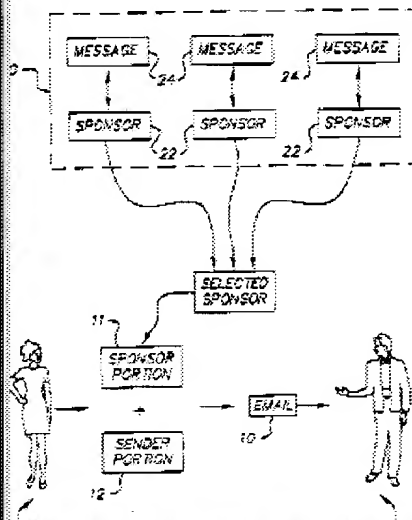
2001

(51) Int. Cl.⁷ G06F 17/60; G06F 15/16
(52) U.S. Cl. 705/14; 709/204

(57)

ABSTRACT

A method of producing an animated electronic message in which at least a portion of a fee associated with producing the animated electronic message is paid for by a sponsor. The method comprises the steps of a user accessing a database which includes at least one sponsor message and software for producing the animated electronic message; the user using the software to produce the animated electronic message; the user agreeing to use the sponsor message which will provide a credit for some of the fee for producing the animated electronic message; and attaching the sponsor message and the animated electronic message which is sent to one or more recipients. In a further embodiment, a sponsor coupon is distributed with the sponsor message and the animated message. In a still further embodiment, the sponsor message is animated. In yet a further embodiment, the credit for some of the fee is paid by the sponsor to a service provider or to the user.



TITLE: System and method for automatic layout of digital albums

----- KWIC -----

Detail Description Paragraph - DETX (5):

[0055] A complete albuming automation system utilizes various algorithms and techniques including advanced event clustering, image appeal and automatic page layout. In an illustrative embodiment, emphasis of such a system is for a "DAFY" (Do-it-All-For-You) like system where the user inputs a collection of images and the system produces a collection of images with minimal input from the user. It will be understood by those of ordinary skill in the art, that the term "image" encompasses a much broader scope than the conventional photographic album concept stems from the traditional photographic album. In the digital world, images include computer generated graphics, bitmapped photographs, computer altered photographs, video still frames, various forms or artwork, text, background materials, and even animation, and computer generated time variant materials.

Details Text Image HTML KWIC

41 US 20020158972 A1

42 US 20020124004 A1

43 US 20020122067 A1

44 US 20020107737 A1



US 2002/0122067 A1

(30) United States

(32) Patent Application Publication

(30) Pub. No.: US 2002/0122067 A1

Geigel et al.

(32) Pub. Date:

Sep. 3, 2002

(34) SYSTEM AND METHOD FOR AUTOMATIC LAYOUT OF IMAGES IN DIGITAL ALBUMS

(37) ABSTRACT

(35) Inventors: Joseph M. Geigel, Buffalo, NY (US); Alexander C. Lord, Buffalo, NY (US)

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(31) Appl. No.: 08/759,888

(32) Filed: Dec. 16, 2000

Publication Classification

(31) Int. Cl.7: G06F 3/00

(32) U.S. Cl.: 348/218

A system and method for automatic creation of digital image albums. A Page Creator Module utilizes a genetic engine and a layout evaluation module. The genetic engine evolves a group of images to a plurality of album pages, based on genetic layout criteria. The evaluation module evaluates layout criteria and compares them with user preferences. When an acceptable layout page layout has been generated, the image page segments are transferred to an Image Placement Module. The Image Placement Module utilizes a second genetic engine, which evolves various options to generate page layout graphic structures. These structures define the location, scale, and rotation of images placed on a given page. A layout evaluation module processes and compares these layouts with certain other preferences and page layout criteria. When a suitable layout has been generated, a final album output is generated, which may be displayed, printed, or otherwise transferred for subsequent utilization.

